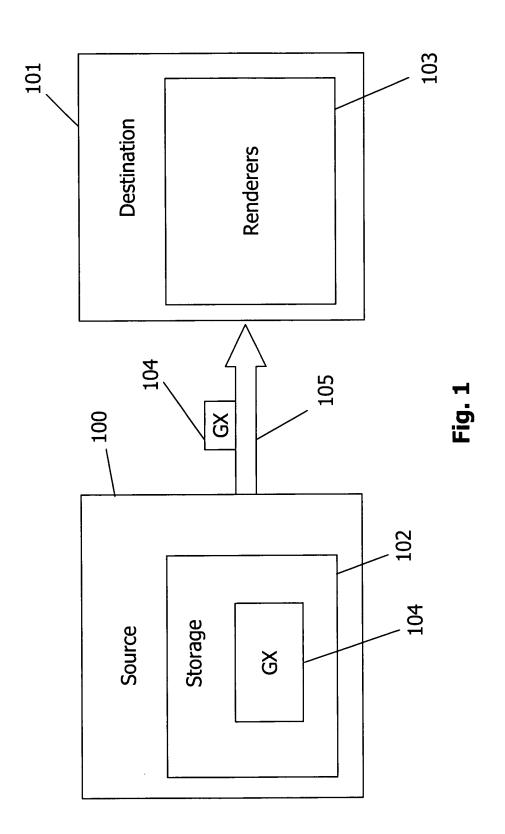
1/14



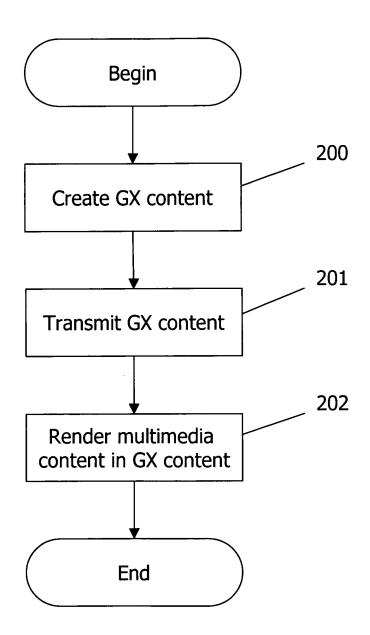


Fig. 2

Fig. 3		_104
	GX	
	Main Header Section	300
	signature (ulong)	310
	byte_count (ulonglong)	311
 	block_count (ulong)	312
	major_version (ushort)	313
	minor_version (ushort)	314
	major_revision (ushort)	315
	minor_revision (ushort)	316
	extra_data	317
•	Block Headers Section	301
[type (ulong)	320
	byte_count (ulong)	321
	block_byte_count (ulonglong)	322
	name (string)	323
	external_link (string)	324
	extra_data_1	325
	specific data	326
	Data Blocks Section	302
	type (ulong)	330
	byte_count (ulonglong)	331
	name (string)	332
	extra_data_1	333
	specific data	334

	400
scene_block_header	
type (ulong)	320
byte_count (ulong)	321
block_byte_count (ulonglong)	322
name (string)	323
external_link (string)	324
extra_data_1	325
bitrate_id_count (ulong)	410
bitrate_ids	411
langauge_id_count (ulong)	412
langauage_ids	413
screen_id_count (ulong)	414
screen_ids	415
machine_id_count (ulong)	416
machine_ids	417
extra_data_2	418

Fig. 4

500
320
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Fig. 5

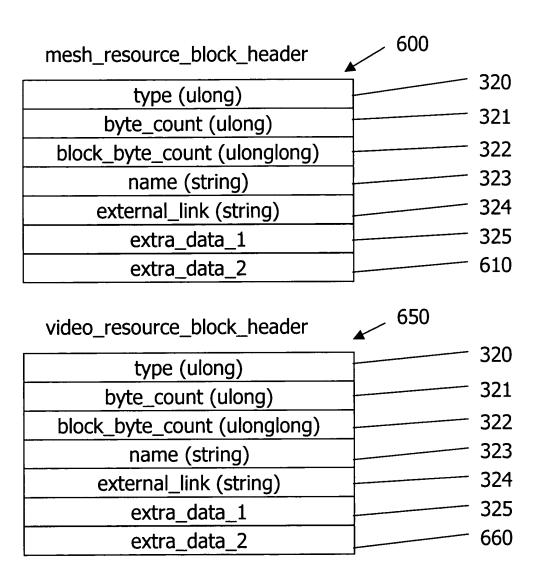


Fig. 6

700 Fig. 7 scene data_block 330 type (ulong) 331 byte_count (ulonglong) 332 name (string) 333 extra_data_1 710 bitrate_id_count (ulong) 711 bitrate_ids 712 langauge_id_count (ulong) 713 langauage_ids 714 screen_id_count (ulong) 715 screen_ids 716 machine_id_count (ulong) 717 machine_ids 718 extra_data_2 719 auto_size (ulong) 720 width (ulong) 721 height (ulong) 722 mouse_pointer (ulong) 723 back_color (ulong) 724 back_style (ulong) 725 antialias (bool) 726 quality (ulong) 727 frames_per_ksec (ulong) 728 extra_data_3 729 program_code 730 extra_data_4 731 element_count (ulong) 732 element_data 733 extra_data_5

	_{>} 800
image_data	- 901
type (ulong)	801
name (string)	802
resource_name (string)	803
extra_data_1	804
left (long)	805
top (long)	806
width (long)	807
height (long)	808
rotation (float)	809
enabled (bool)	810
visible (bool)	811
transparency (float)	812
mouse_pointer (ulong)	813
back_color (ulong)	814
back_style (ulong)	815
extra_data_2	816

Fig. 8

karik daka	y 900
text_data 🔪	001
type (ulong)	901
name (string)	902
resource_name (string)	903
extra_data_1	904
left (long)	905
top (long)	906
width (long)	907
height (long)	908
rotation (float)	909
enabled (bool)	910
visible (bool)	911
transparency (float)	912
mouse_pointer (ulong)	913
back_color (ulong)	914
back_style (ulong)	915
extra_data_2	916

Fig. 9

mesh_data	1000
type (ulong)	1001
name (string)	1002
resource_name (string)	1003
extra_data_1	1004
left (long)	1005
top (long)	1006
width (long)	1007
height (long)	1008
rotation (float)	1009
enabled (bool)	1010
visible (bool)	1011
transparency (float)	1012
mouse_pointer (ulong)	1013
back_color (ulong)	1014
back_style (ulong)	1015
extra_data_2	1016

Fig. 10

video_data	1100
type (ulong)	1101
name (string)	1102
resource_name (string)	1103
extra_data_1	1104
left (long)	1105
top (long)	1106
width (long)	1107
height (long)	1108
rotation (float)	1109
enabled (bool)	1110
visible (bool)	1111
transparency (float)	1112
mouse_pointer (ulong)	1113
back_color (ulong)	1114
back_style (ulong)	1115
extra_data_2	1116

Fig. 11

image_resource_data_block	1200
type (ulong)	330
byte_count (ulonglong)	331
name (string)	332
extra_data_1	333
image_type (ulong)	1210
width (ulong)	1211
height (ulong)	1212
bit_count (ulong)	1213
extra_data_2	1214
resource_data	1215
extra_data_3	1216
text_resource_data_block	1250
type (ulong)	330
byte_count (ulonglong)	331
name (string)	332
extra_data_1	333
extra_data_2	1260
resource_data	1261
extra_data_3] 1262

Fig. 12

mesh_resource_data_block	1300
type (ulong)	330
byte_count (ulonglong)	331
name (string)	332
extra_data_1	333
extra_data_2	1310
resource_data	1311
extra_data_3	1312
video_resource_data_block	1350
	1350
type (ulong)	
	330
type (ulong) byte_count (ulonglong)	330
type (ulong) byte_count (ulonglong) name (string)	330 331 332
type (ulong) byte_count (ulonglong) name (string) extra_data_1	330 331 332 333

Fig. 13

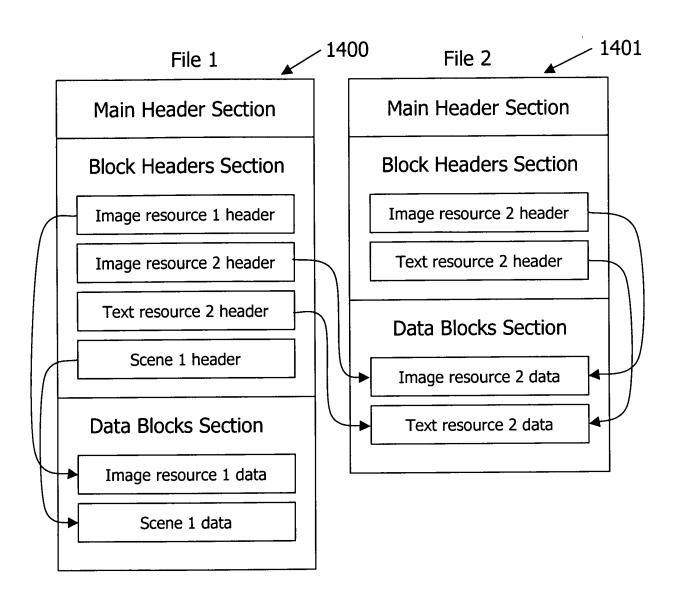


Fig. 14